

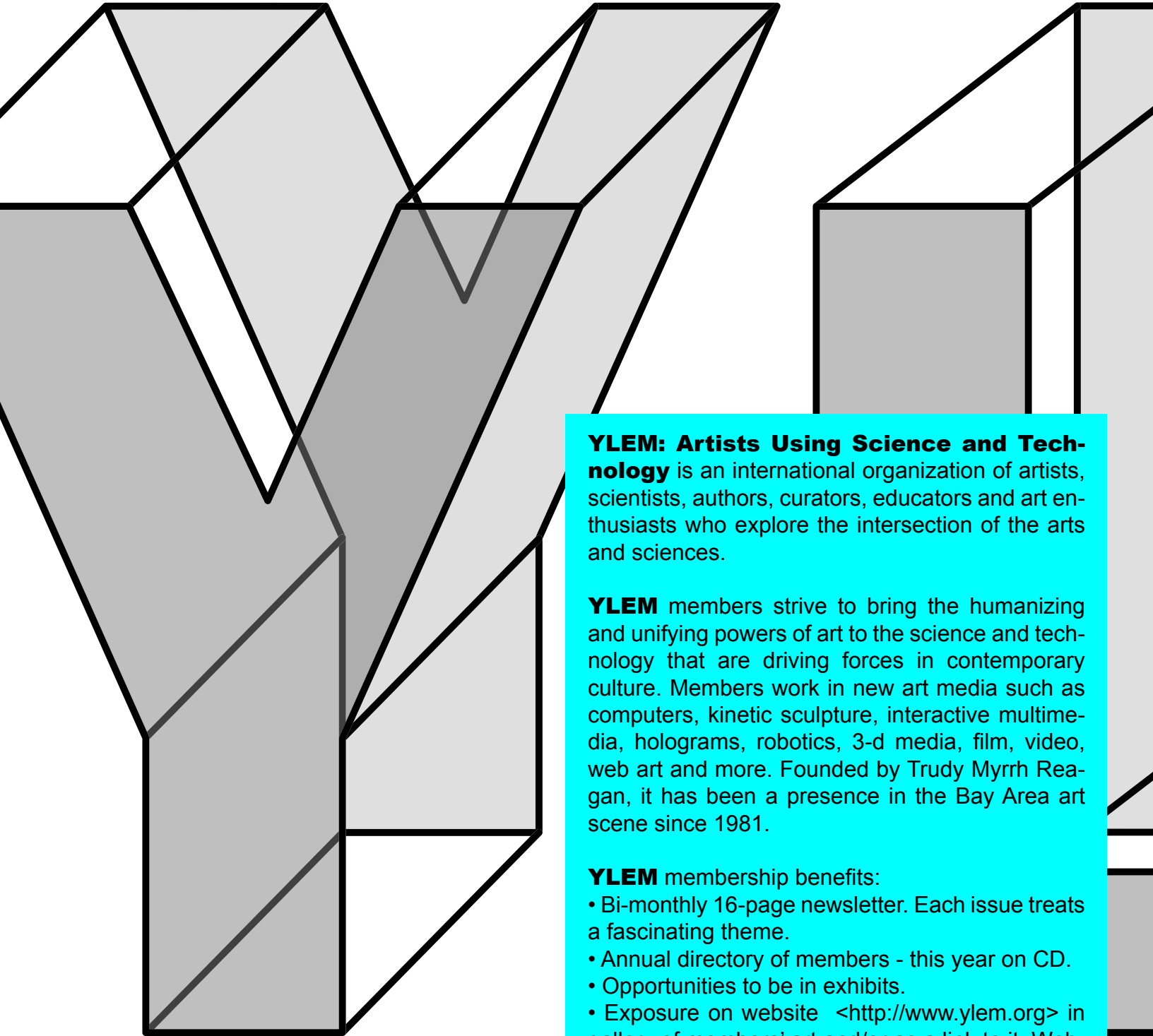
MEMBERSHIP

DIRECTORY

2005

ISSN 1057-2031

ylem = n., (pronounced eye-lum) a Greek word for the exploding mass from which the universe emerged.



YLEM: Artists Using Science and Technology is an international organization of artists, scientists, authors, curators, educators and art enthusiasts who explore the intersection of the arts and sciences.

YLEM members strive to bring the humanizing and unifying powers of art to the science and technology that are driving forces in contemporary culture. Members work in new art media such as computers, kinetic sculpture, interactive multimedia, holograms, robotics, 3-d media, film, video, web art and more. Founded by Trudy Myrrh Reagan, it has been a presence in the Bay Area art scene since 1981.

YLEM membership benefits:

- Bi-monthly 16-page newsletter. Each issue treats a fascinating theme.
- Annual directory of members - this year on CD.
- Opportunities to be in exhibits.
- Exposure on website <<http://www.ylem.org>> in gallery of members' art and/or as a link to it. Website also boasts an online directory of members, news of members, archive of newsletters, and information on how to join YLEM.
- Free events in Bay Area: 6 forums a year in San Francisco, regular special interest group meetings on patterns in nature, occasional field trips, parties.

YLEM Main Office

PO Box 31923
San Francisco, CA 94131

Board of Directors

President / Membership Chair - Torrey Nommesen
Vice President / Exhibition Chair - Julie Newdoll
Treasurer / Journal Editor - Loren Means
Member at Large - Stephen Wilson

Advisory Board

Eleanor Kent
Independent Artist
Paul Cohen
Lightgods.com
Ruth Eckland
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Dept. of Mathematics, SUNY Albany
Robert Gelman
Multimedia Artist, producer
Nancy Gorglione
Cherry Optical

Molly Hankwitz
Independent Artist
Lucia Grossberger-Morales
Independent
Artist

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Mike Mosher
Saginaw Valley State University
Dr. Clifford A Pickover
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Mary Stieglitz

Dept. of Art and Design, Iowa State
Larry Shaw
The Exploratorium
Fred Stitt
SF Institute of Architecture
Patricia Tavenner
UC Berkeley Extension
Joan Truckenbrod
School of the Art Institute Chicago

This Directory, including YLEM logo design,
created by Torrey Nommesen



Jeffrey R. Abouaf - "neon20104"

Jeffrey Abouaf

College Professor / Artist
Ogle cg/fa

Kathryn A. Arnold

Artist / Educator

www.ogle.com
3D artist/Painter/photographer/Instructor.

Reed Altemus

Artist

tonerworks.blogspot.com
Copy art (art and archive), visual poetry, artistamps.

www.kathrynarnold.com
www.8thstreetstudio.org

Art media and technology related interests. My work centers on painting combined with digital-media concerns, such as at what point could binary code create chaos. Strong interests and experimentation with aspects of the "www" as a communication medium.

Ilene Astrahan

Tru-Image

<http://language.home.sprynet.com/astrahan.htm>
Create digital art output to inkjet/ciba-chrome

prints. Also do traditional painting, illustration, photography, 2-D animation and jewelry made from electronic components, toys, various stuff. My work explores the fractal/quantum illusions of "reality".



Kathryn Arnold - "Oh Dreamer, That I may dive into your pure pathless delight. (Mallarme)". Oil on Canvas 4' x 5'

Lillian A. Bell

Current work explores visual genetics using the merged half photo faces of myself and my paternal Slavic family in laser prints/artist's books (DNA Dream Series). We are simultaneously alike and individual.

Jeanette Bokhour

Digital Artist

www.jbok.com
Digital Video and Printmaking.

Jonathan Boxerman

Borma Designs

www.bormadesigns.com

I am a geologist, photographer and seeker of life's defining moments.

Bettina Brendel

www.bettinabrendel.com

Large acrylic canvases and digital art prints with themes on the physics of light and energy. Local and international exhibition record.



Jeanette Bokhour - "symphonics"

James Brightwolf

www.brightwolf.com

Over 40 years teaching and performing Direct Action Theatre. After receiving an MFA from the Art Institute of Chicago, I started generating anti-Viet Nam War theatre worldwide. I spent part the 70's in Johannesburg and Nairobi producing anti-apartheid theatre, and struggling to get black South African actors into the United States. Later

productions challenged capital punishment in the U.S., and helped the Central American Sanctuary movement to rescue potential death squad victims. I was wrongfully jailed in 1989 for a controversial performance in Berkeley. With damages paid by UC Berkeley, I took my show to Berlin to celebrate the fall of the Wall. After five years in Sydney culminating in the organization of an eight week siege of Sydney Opera House sponsors, I am back in San Francisco to reclaim the arts from the insidious manipulation of government and 'war business PR pimps.'

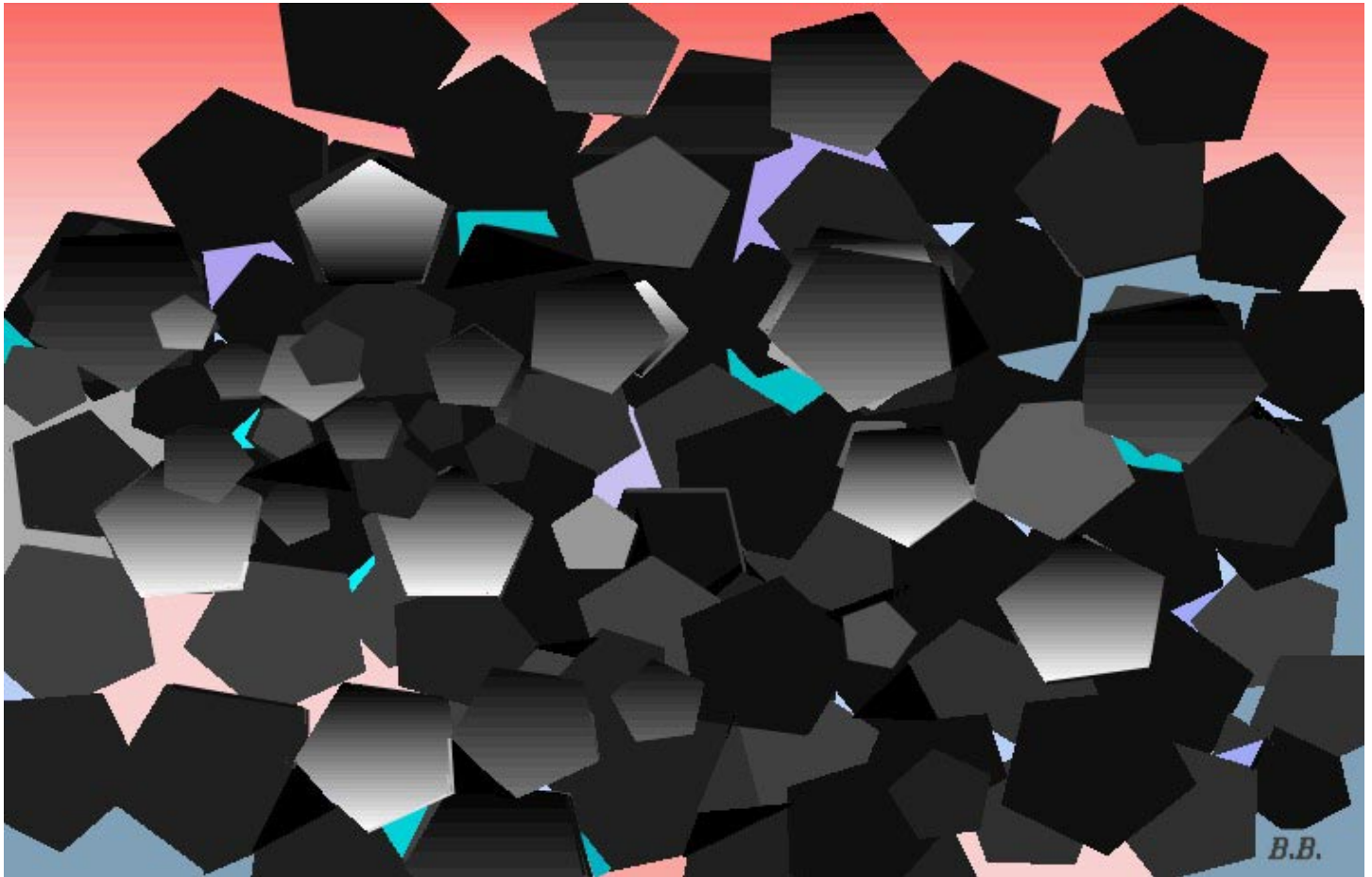
Bob Brill

www.users.migate.net/~bobbrill

Algorithmic Art: the creation of artworks by means of compute algorithms.

Louis Brill

Technology writer, light sculptor, events manager and publicist. Major interest: Burning Man.



Bettina Brendel - "Blocks"

Ronald R. Brown

The use of the knight's tour problem as a conceptual tool for interdisciplinary studies such as 2-D and 3-D design, music, weaving, tiling patterns and other diverse subjects.

Anna Campbell Bliss

Artist and Consultant

From Books to prints, paintings and site specific work. Mixed media and computer.

Valerie Castleman

2-D fine arts.

Alexander Castro
Engineer

www.castroturbineworks.com
www.infodescent.com

My background is in Electrical Engineering and Physics. My interest are now devoted to studying Stochastic (random) systems.

Max Chandler
Artist

www.MaxChandler.com

Math Major at MIT, Chinese and DFI, Graduate study in art in Taiwan 5 years. Software engineer and now an artist using robots.



Keith Brown - "Geo_01" Bronze

Rachel Clarke
Assistant Professor, New Media

www.rachelclarke.net

Rachel Clarke works in digital imaging, time-based (video, animation) and interactive media. Her research explores the convergence of new technologies, human identity and organic systems.

Paul Cohen
Lightgod.com

www.lightgod.com

Ron M. Covell
Covell Creative Metalworking

Beth Cowan
Physician

www.covell.biz
High-tech art and sculpture.

Photography, film and animation.



Rachel Clarke - Installation view Bio Electric Dot University Union Gallery, CSU, Sacramento, Fall 2002
Foreground: Rachel Clarke, Virtual Community (kinetic sculpture)
Background: Diego Bonilla, computer and projection installation
Photograph by Sam Parson

Molly Hankwitz and David Cox
Media Artists / Filmmakers
archimedia

their relationships to cinema and the arts. All things digital - networks and communities; dialogue and critical thought.

Frank Davidoff

<http://archimedia.sytes.net/>
Media artist and curator/writer with interest in architecture and media, public space design and

Computer graphics.

Clay Debevoise

Artist
ArtHop.com

www.clayd.com
www.Arthop.com

ArtHop provides info on artists, galleries, museums and their events. The public can just search or also join and enter preferences (eg photography, san francisco) so listings automatically appear when they go to ArtHop. The database is now 2200+ US galleries. The site will be of interest to many artists, with or without gallery representation, because it lets them quickly enter contact info and basic information about their art free (+/ or link to galleries). They can add more detail, images and announce as many events as they like for \$12. year. There are some other practical pr services and more will be added, all inexpensive.

Shoshanah Dubiner

Interests are patterns in nature and painting as a mindfulness/spiritual practice.

David Durlach

Technofrolics

www.technofrolics.com

Creators of Affectionate Technology, TechnoFrolics offers high-tech dancing sculptures, interactive kinetic signs, and whimsical science exhibits that attract, entertain, and educate: SpinBrowser , Choreographed Iron Dust, and Dancing Banners .

Brian Evans

Artist / Educator

Digital artist and composer.

Helaman Ferguson

Helaman Ferguson, Sculptor

www.helasculpt.com

Helaman Ferguson celebrates mathematics in stone and bronze sculpture mathematics is part of his design language. His studio includes virtual image projection systems for carving stone forms



Bathsheba Grossman - "Squares" metal print, 3 1/2" diameter

directly from equations. See Helaman Ferguson: Mathematics in Stone and Bronze by Claire Ferguson, published by Meridian Creative Group, 1994, or just google on helaman ferguson.

Roger Ferragallo

www.ferragallo.org

Film maker, scenic, industrial and product designer, founder/chair Art, TV, Telecommunication depts (Laney College); Pioneered stereoscopic acrylic paintings/digital stereo; currently digital painter focusing on cosmic art/cosmology themes.

Stephanie Fisher

Mixed media multimedia that weaves together traditional art forms like drawing, painting & dance and synergizes these media with video and graphics.

Dr. Paul Fishwick

Professor
University of Florida

www.ufl.edu
www.cise.ufl.edu/~fishwick
Aesthetic computing.



Raven Hanna - "Creativity Necklace" Necklace features the molecules of acetylcholin, dopamine, and seratonin, the neurotransmitters that boost creativity. Sterling silver charms on a 16" black rubber cord with sterling silver bead details.

Jonathan Foote

Research Scientist

Helen S. Golden

Fine Artist
Creative Images by Helen Golden

www.fxpal.com/people/foote/vanity.htm
Ph.D Electrical engineering; long-time artistic pursuits, including novel art from vintage tubes and state-of-the-art semiconductors.

Norman W. Gallatin

www.helengolden.com
Creating "tradigital" fine art using traditional and digital processes. Consultant to technology companies and artists. At the core of my being, I am compelled to make art.

Donald Gray

System Architect (computer design)

Gordon Gray

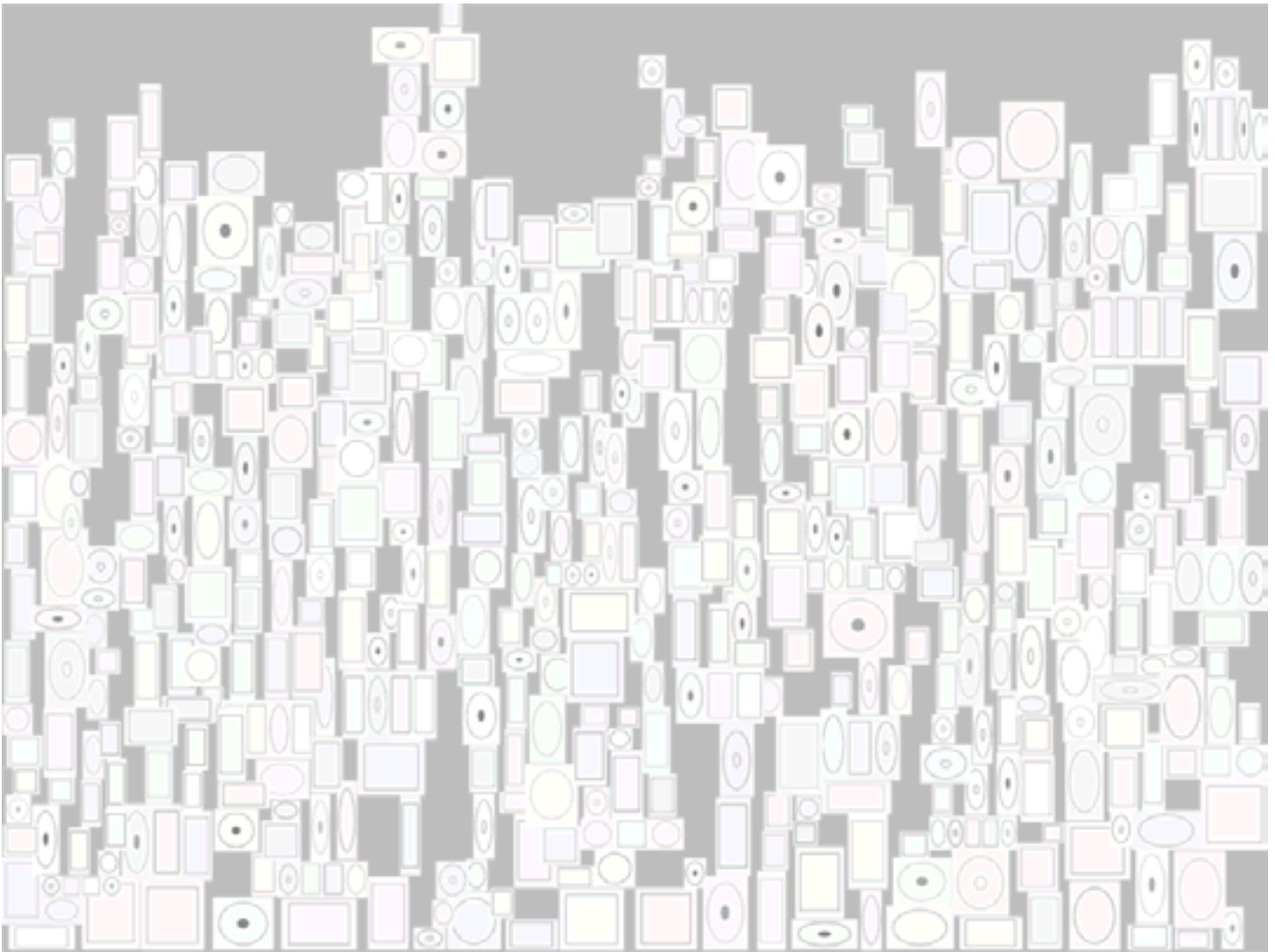
Gray Matters

www.gradient.org

hardware design, software design, kinetic sculpture, fine woodworking.

www.gradient.org

Gourmand of high-tech art, website development, multimedia communications counseling.



Nathan Hemenway - "TeETeRiNGs" A series of studies in shape grammars created by an algorithm whose functionality promotes an investigation of form.

Robert A. Grimm

Interested in kinetic art. Work with the Tech Museum of Innovation, a science and technology center in San Jose featuring hands-on exhibits for the general public.

Kali Grosberg

Sibyl & Co.

Multi-disciplinary experimental theater exploring the intersection of cultural, scientific, spiritual, social and personal matters.

Bathsheba Grossman

Artist / Entrepreneur

www.bathsheba.com

www.protoshape.com

I'm a metal sculptor combining rapid prototyping technology with exotic geometrical forms. I also do scientific imaging with laser-etched glass, specializing in molecular structures and astronomical maps.

Raven Hanna

Rogue Scientist

www.madewithmolecules.com

I am interested in using artistic forms to promote and elucidate scientific concepts.

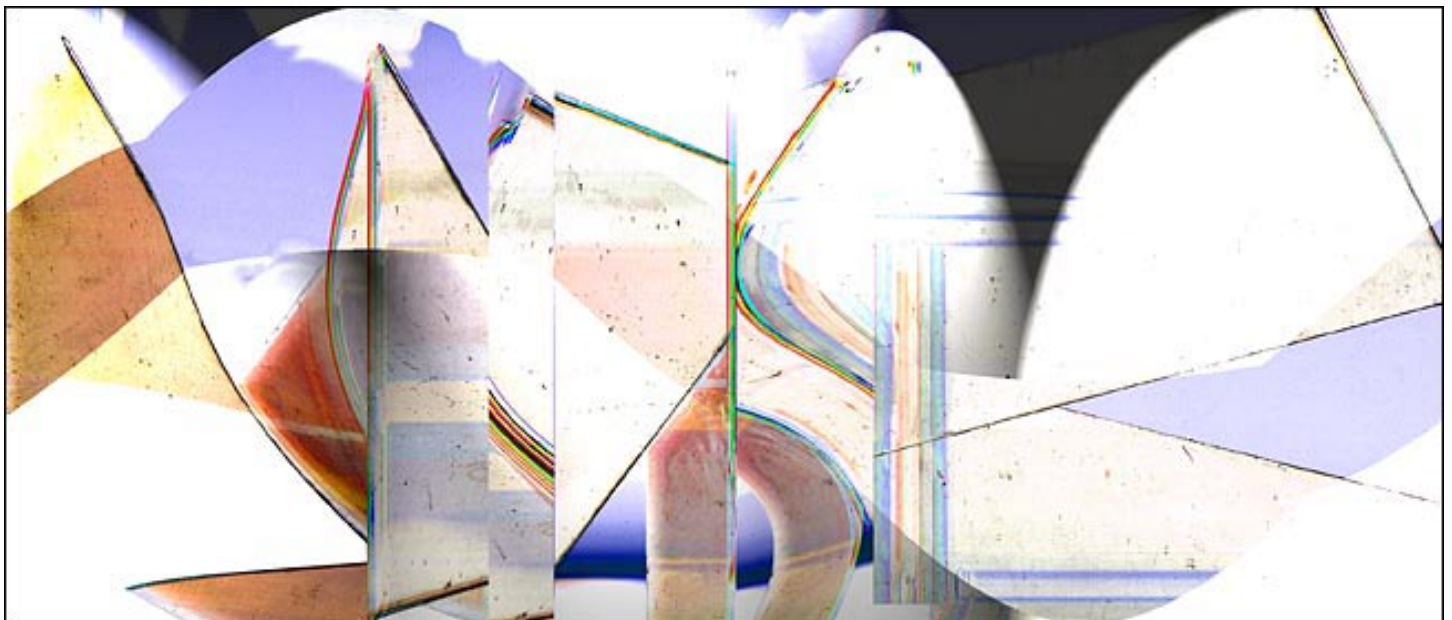
Nathan Hemenway

Independent Artist / Filmmaker / Visual Scientist
KKS Bolash

www.ktesibios.org

www.kksbolash.org

Seduced by the chance experiments of Marcel Duchamp, Johnathan Cage, and Jean Arp, digital processes present very sophisticated means to explore ideas which linger behind veils of memory. They provide an efficient method to venture places we may never have tried. There are hilltops, insights, and artificial solutions everywhere. But my projects do not necessitate a predilection for chance. Rather it is an appreciation of the beauty and elegant conciseness of the algorithm. The algorithm, when properly directed, can elicit that feeling of seeing one's first photograph. It is a pursuit of nature, or an iteration of what we desire from nature. The power of selection. OR better, the power of creating an entity that creates itself. We observe and select from what the process, or algorithm, creates.



Marius E. Johnston, III - "Panorama 14" 17" x 24" digital print.

David Hylton

Robert Ishi

Digitally enhanced creative photography and digital image processing. Does graphic design for science related publications. Relevant interests: tilings, visual mathematics, documenting Pop Americana, Tibetan art.



Eleanor Kent - crocheted electro-luminescent necklace

Marius E. Johnston, III

Alan Kalker

www.art.net/~mariusj/index.htm
Digital printmaker and past webmaster of the ylem.org.

Computer graphics, sculpture, high-tech multimedia.

Susan Kaprov
Artist

www.kaprov.com

I have a background in science and fine arts. As such, I am interested in the intersection of art and science to explore ideas that challenge the mind and delight the eye.

Eleanor Kent
Artist

Knitted fractals. Painting, computer graphics, color xerox, mail art, stamps. Collaboration with artists and programmers on projects. Networking. Electro-luminescent wire crocheted body adornments.

Edward Kirshner
Affordable Housing
Finance / Sculptor
The Aurora Group

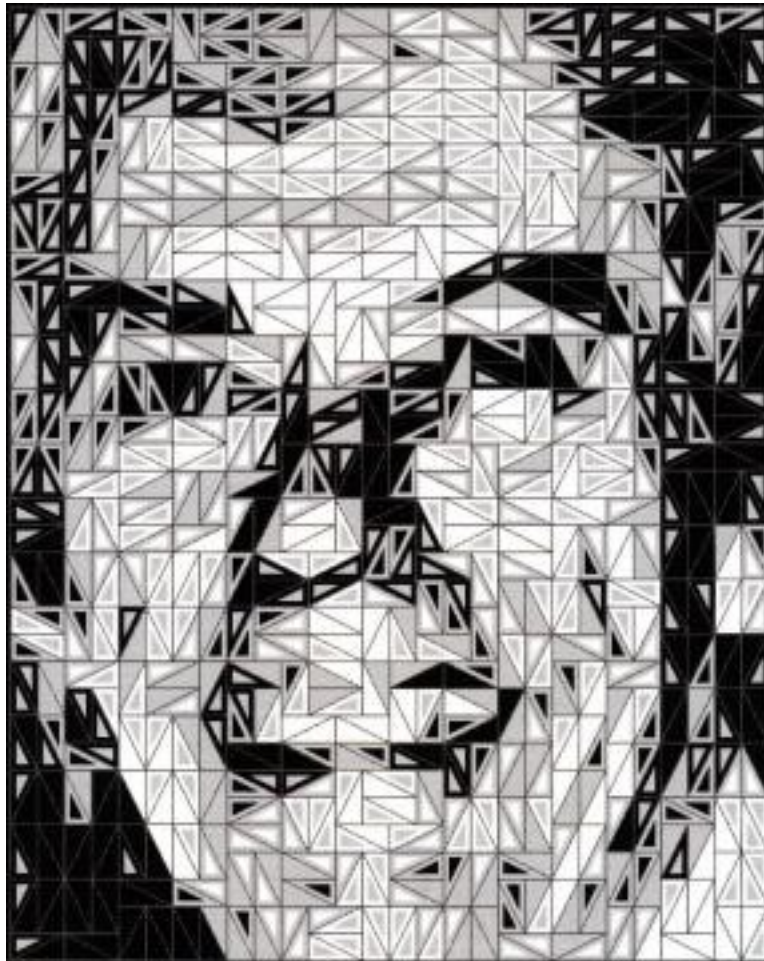
www.aurorasculpture.com

Glass and gas plasma sculpture, architecture, planning, community development, social investment, low-income housing finance, physics, cosmology.

Ken Knowlton
Mosaic Artist

www.KnowltonMosaics.com

Computer-assisted mosaics, mostly portraits, using my own software-with seashells, dice, dominoes, tiles, etc., as tesserae.



Ken Knowlton - "Self Portrait in Triangles" ink jet print 10" x 8"

Robert Krawczyk
BitArt

www.netcom.com/~bitart

Generative art, form generation, architecture, computer generated art, viewer generated art, computer-aided design, 3D modeling, computer programming, web-based art.

Glenneth Lambert

ARTist / ART teacher
, ceramic sculpture &
natural green building
The FINE ART Cafe

www.TheFINE-ARTcafe.org/glenneth

My foundation is ceramic sculpture and computer graphics. I'm interested in combining primitive & modern imagery with music & believable 3-D animation. I promote the fine arts and performance art community.

Barbara Lee

BitterSweet Communications

Chris Levine

Chris Levine Image and Natural Law

www.ylem.org/artists/blee

Artist investigating non-trivial interactivity and OES multimedia. Disciplines include: web site design, independent video, mixed-media and site specific installation, animation, graphic design, and interface design.

I am a designer working with light - particularly laser. LED holographics - now looking to harmonise with sound.



Loren Means - "Reminiscences" print to order. Suggested size 20" x 20"

Paula Levine

useraaa.sfsu.edu/~plevine

Carl Machover

President
Machover Associates Corp.

Julie London

www.machover.qpg.com
Computer graphics consultant and literary agent.

Loren Means

www.halonine.com/loren/

Loren Means is Executive Editor of YLEM Journal. Painting on film using media-generated imagery.

Barbara Mehlman

www.BarbaraMehlman-photoshop.com

Barbara Mehlman, a teacher and digital and traditional artist, is presently developing Artitorials: the ability to go on-site to an event and create Multimedia stories in real time.

Dawn Meson

www.dawnmeson.com. Myrrh - "Brains Imagine"

Marjorie L. Mikasen

www.chem-mgriep2.unl.edu/Hardedge.html

Uniting geometry, the human figure and the spiritual potential of abstract art. The images for my acrylic paintings are derived through computer modeling and rendered in hard-edge technique.

Caspar Mol

Martin Morehouse

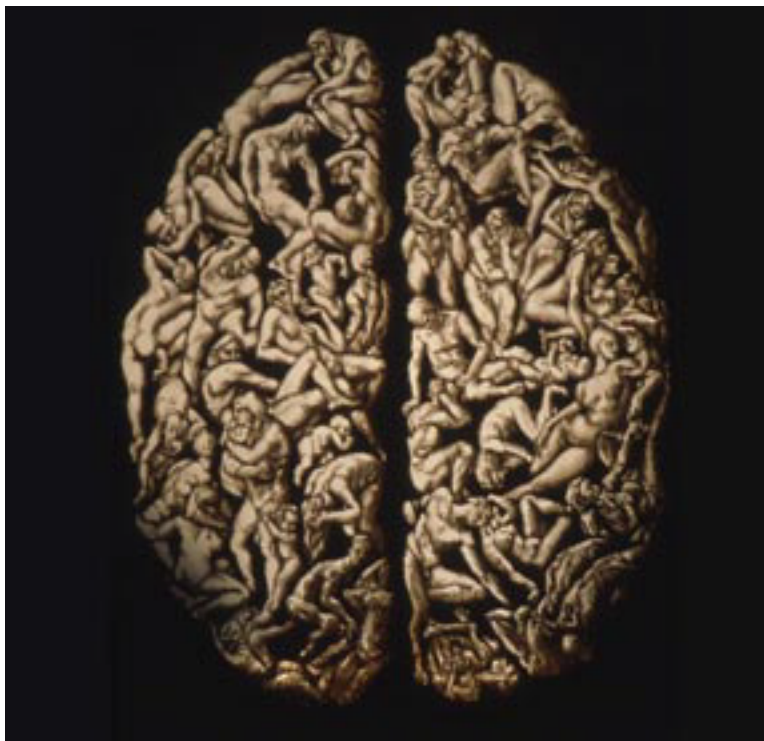
Artist / Fabricator

www.martinmorehouse.com

I am an artist that has recently gotten more excited about using bio feedback mechanisms in my art-work. That has led me to want to learn more about how to make electronic/computer stuff work.

Mike Mosher

Artist / Associate Professor, Art/Communication Multimedia
Saginaw Valley State University



www.svsu.edu/art/faculty.cfm?doc_id=3369

Community Art Machines: tightly but flexibly organized community murals in paint or digital output; cyberspace and multimedia interface design; hypertext and linear literature; comics; frequent contributor of online reviews to Leonardo and of political commentary to Bad Subjects; popular, restless midwestern academic.

Christopher Myers

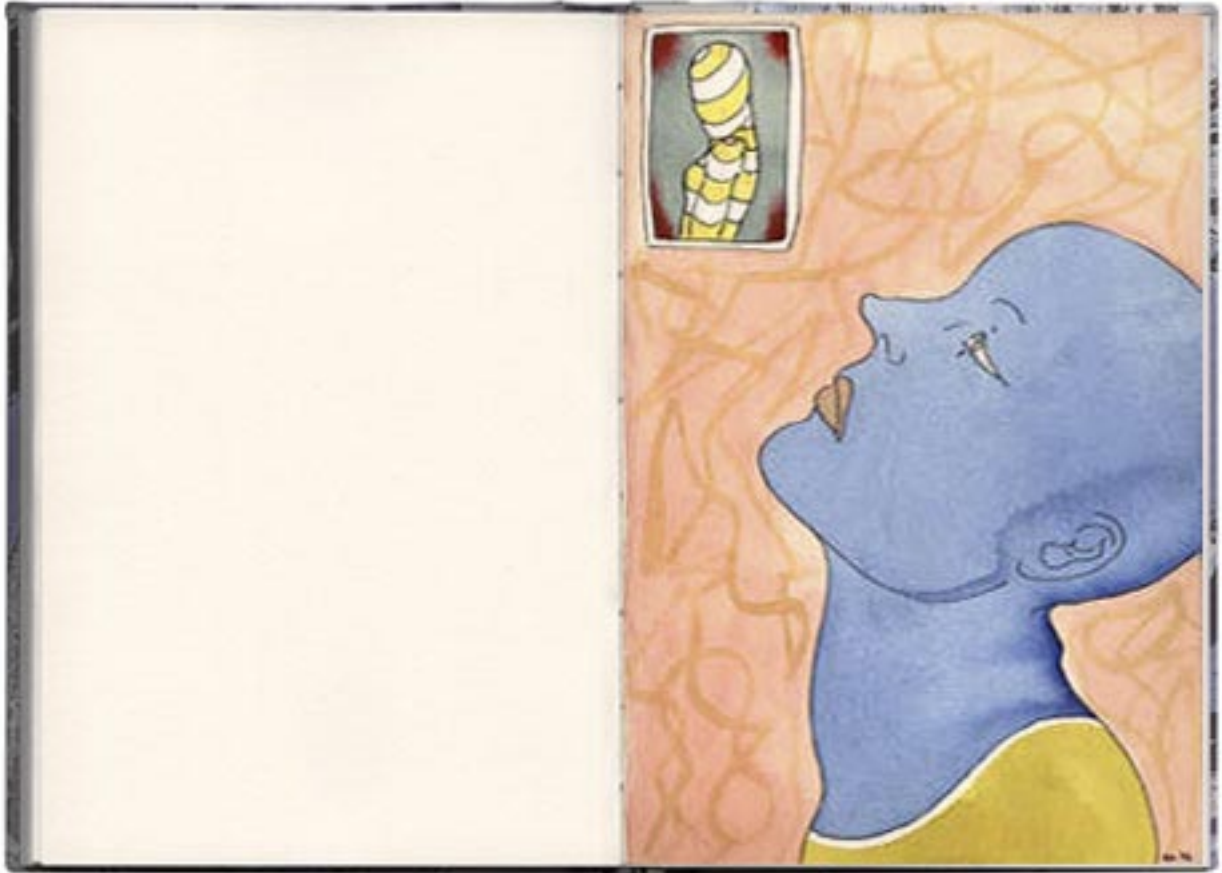
Product Designer / Instructor
Academy of Art University

generated. I occasionally write fiction, which often has a technological theme.

Barbara Nessim

Nessim & Associates

I am interested in art and technology, especially the relationship between art and science that people rarely see.



Barbara Nessim - from "Sketchbook 76"

Edward Naritomi

Retired

I have a long time interest in science and art, especially the impact of technology on our lives. During the coming decades, science will transform our lives, but I'm not certain whether it will be for the better or for the worse. Art has been especially sensitive to the advances in technology, and I find this interesting because new art forms are being

www.barbaranessim.com

www.barbaranessim.com/press/btwl

Barbara Nessim, artist, lecturer, educator. Since 1980, electronic art has been her focus. Her 2003 exhibition, Black Truths/White Lies includes an interactive installation, projections, digital paintings and web-casting.

Julie Newdoll
Painter of Fine Art
Brush with Science

Microbiology Undergrad degree, Medical Illustration Masters. Interested in mythology. My paintings combine biology, myths, and figures.



Julie Newdoll - "Kimono for the Sense of Sight" 36" x 42", oil on canvas

Alex and Martha Nicoloff
Spectracolor Prisms

Torrey Nommesen
Artist / Curator

www2.khm.de/~SolArt/artNicoloff.html

We capture video imagery winging through the depths of the solar spectrum and enjoy sustaining many one pass encounters as long as possible until they fade away or crash. Computer editing enables dynamic improvisations in a life beyond fading or crashing, very often with music from composers in the Bay Area.

www.nommesen.com/torrey

President of YLEM. My work, both as an artist and as a curator, attempts to help fill a gap I have observed between technology used for commerce and technology used for fine art. In my work I like to use recently outdated technology - such as dead programming languages like HyperCard and photocopy machines - as artistic media.



Torrey Nommesen - "The Artist's Eye / Eye Mac" assisted readymade kintetic sculpture as displayed at Live Worms

Ingrid Nystrom

Lay interest in mathematics interested particularly in patterns in nature.

Jim Pallas

Artist
Jim Pallas Inc.

www.jpallas.com

Using electronics and other technologies to build sculptures that sense and respond to people, encouraging them to explore and engage in transactions. Recent works have collected money for science non-profits by responding to donations of coins.

Christopher Palmer

I.S. Manager / Arts Educator

www.recursiveirony.com

www.kineticworld.com

BA in Photography, kinetic sculptor, arts educator.

Sylvia Pengilly

NOW

<http://webpages.charter.net/spengilly>

My work combines original music, video, graphics and dance in an interactive realtime performances.

Raymond Pestrong**Mark Pfaff**

PhD Student

www.pfafomas.com

ist.psu.edu

BA in Photography, MS in Multimedia Technology, currently pursuing PhD at Penn State in Information, Science and Technology. Interested in improving compatibility between artists and technology.

Margaret Astrid Phanes

Digital Media Instructor

Margaret Astrid Phanes

www2.hawaii.edu/~phanes

She has spent 25 years pioneering tools in consciousness and creative expression, using digi-



Sylvia Pengilly - Still from "DarkPlaces," an interactive multimedia performance piece

tal, photographic and natural media effects with animation as a component. Develops digital art as meditation, expressing abstract energetic elements of the transcendent. Continues to explore digital media as a connection to the Divine and the soul.

Les Phillips

I create art works using digital cameras and computers. They are digital from start to finish.

Barbara Plowman

Degrees in zoology and interdisciplinary art, art with the transmission and scanning electron microscopes.

Kit Monroe Pravda

Electronic Artist
TZ Productions

www.askkit.org

Electronic artist who uses fragments of slides which have been digitized by Nikon 3500 scanner into Adobe Photoshop. They are combined and manipulated, often with translucent overlays, into a recontextualized image.

Lillian M. Quirke

Graphic art; interactive media, quilting, keeping informed of emerging technology.

Sonya Rapoport

Intermedia Artist

www.sonyarapoport.net

Multi-media artist whose work has been assisted by the use of computers since the mid seventies. Since then and through the present cross-cultural Biblical, scientific and gender themes are addressed. Rapoport is a member of Leonardo/ISAST Board of Directors and she reviews books and exhibitions for their MIT publications. She is also a member of UC Berkeley Alumni Art Practice Committee.

Gurpran Rau

Mixed Media Artist

www.gurpranrau.com

My work investigates, at a molecular level, the internal essence shared by all beings: the genetic blueprint of humanity. Hybrid in nature, my art combines digital print, pigment, collage and encaustic media. Genetic codes, DNA knots and scientific symbols are suspended in layers over cross-sections of digital portraits, reflecting our diverse population. The weaving together of this imagery and scientific information emphasizes our shared genetic inheritance.



Margaret Astrid Phanés - "Fire Under Earth"

Trudy Myrrh Reagan

www.myrrh-art.com

Ylem president, 1999-2000. Explores the scientific worldview and nature's patterns in acrylic paintings. Produces public programs for Ylem since its inception. Wants to integrate science and technology into artists culture.

Beverly Reiser

www.beverlyreiser.com, www.idiom.com/~beverly_mitpress2.mit.edu/e-journals/Leonardo/gallery/gallery294/reiser.html

Interactive Multimedia CD ROMs and Installations using sound, video and computer graphics . . . metaphorical realities.



Sonya Rapoport - image from web art "Redeeming the Gene" at <http://users.lmi.net/sonyarap/redeeming/>

Gwyan Rhabyt

Artist / Teacher

www.gwyanrhabyt.net

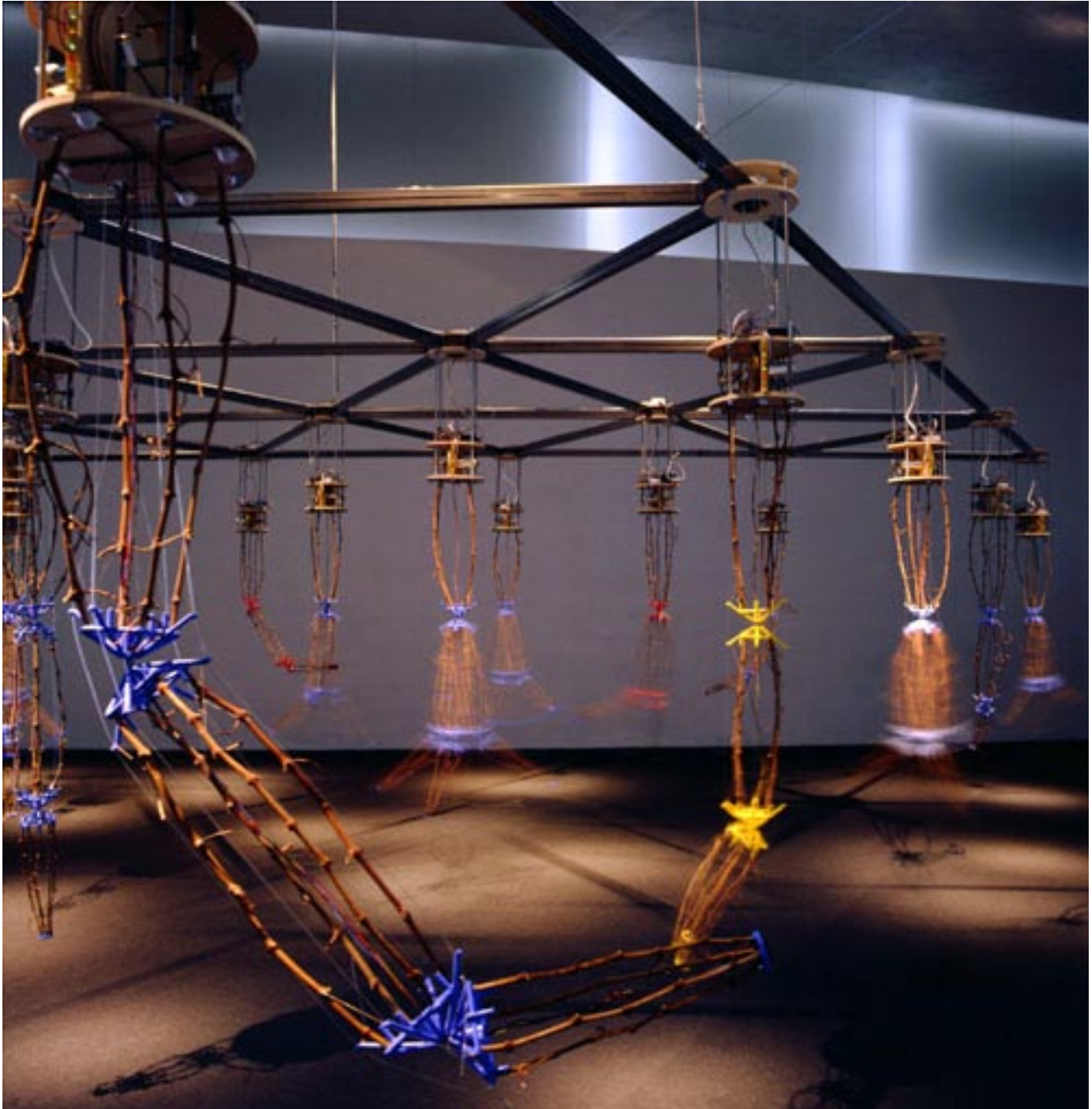
Interactive sculpture, performance, site specific installation.

Don Riggs

Dept. of English, Drexel University

www.drexel.edu/coas/engphil/Riggs-Home.html
Don Riggs has a background in Comparative Lit-

erature/Medieval, and teaches Composition, Creative Writing, Science Fiction, and Tolkien at Drexel University in Philadelphia, PA. Don's science fiction focuses include Frank Herbert, Cyberpunk, New Wave, and more recent SF; his fantasy focus is mainly on Tolkien. He has taught Tolkien and philosophy, the books vs. the movies, and Tolkien in relation to Tad Williams and Ursula K. LeGuin.



Ken Rinaldo - "the Flock: Artificial Life Sculpture" interactive robotic sculpture inspired by natural systems

Ken Rinaldo

Artist / Robotic Arts Professor / Theorist / Writer /
Curator
emergent systems

<http://www.ylem.org/artists/krinaldo>

<http://accad.osu.edu/~rinaldo>

Interactive multimedia sculpture and installations that blur the boundaries between living and non-living matter. Artificial life art works. Works that break down interanimal barriers. Professional services in curation, teaching, technical consulting, and robotics.

Timothy Rose

Sculptor / Drawer / QTVR

www.mobilesculpture.com

Mobile sculptor fascinated by computer interactive media.



Carlo H. Séquin - "Volution's Evolution" 3 bronzes, 5" cubes

Dale N. Scott

Builder/sculptor of Burningman photography (conventional and digital). Multi-media sculpture, site works.

Carlo H. Séquin

www.cs.berkeley.edu/~sequin

Teaches computer graphics and geometric modeling at UC Berkeley and does research in computer-aided design for architects and engineers. Interested in abstract geometrical sculpture.

Larry Shaw

Photographer / Artist
Curvatial Photography

www.curvatial.net

Abstract explorations concentrating on Photographic Images. Retired Technical Curator for the Exploratorium in San Francisco.

Dr. David Sherman

Physician

I am a physician interested in the arts.

Jeffrey Sherman

Hotel E-commerce

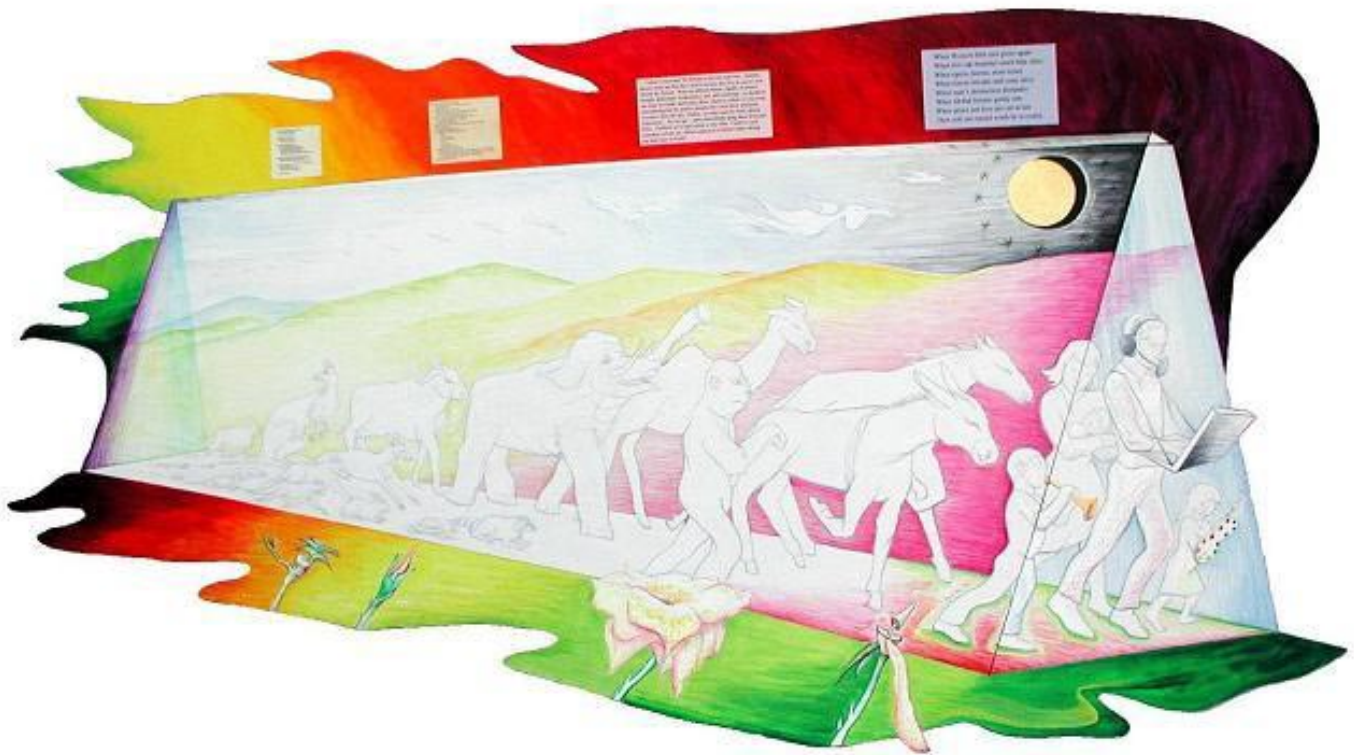
My background is mainly in theatre sound/lighting design, some video production, and sculpture; My interests fall mainly in interactive installation, and performance.

Leonard Shlain MD, FACS

Author / Chairman of Laparoscopic Surgery
California Pacific Medical Center

www.artandphysics.com, www.alphabetvsgoddess.com, www.sextimepower.com

I am the author who has explored the relationship of art and science in Art and Physics.



Edith Smith - "Prismatic Parade of Innocents" 4" x 8' paint on plywood
from E. Shaped Acrylic Paintings Acrylic Paintings series

George K. Shortess

Artist

Computer-based sound and voice interactive visual installations. Perceptual processes. Words and images in painting. My work is centered on the relationships between our inner experiences and external reality.

Dorothy Simpson Krause

Professor Emeritus Mass College of Art
Viewpoint Studio

www.dotkrause.com

ARTIST combining traditional and digital media to produce large format collages and prints, often incorporating lenticular technology.

Edith Smith

Artists

www.ems-art.com

Computer-Assisted Etchings, involving semi-ionized metamorphoses; mixed-media paintings with digital collage and text.

Anne Spalter

Teacher / Artist / Researcher

www.cs.brown.edu/people/ams

My interest include mainly computer art, writing about it, and conducting research in computer science that blends art and technology. I am the author of The Computer In Visual Arts.

Renata M. Spiazzi

www.spiazzi.com

My work is created from photographs, drawings, gradients and sometimes generated by fractals, altered by filters on computer and printed on inkjet format printers.



Anne Spalter - "Alternate Universe" digital print on 3D structure 3", 5", or 12" cube

Raymond St. Arnaud

www.raymondstarnaud.com

www.islandillustrators.org/membpage/s-arnaud/ray-a.htm

I use my own photographs as a source for computer altered images/prints using archival inks. Modifications include; recursive, self-referential techniques, altered color/tone values, the enhancement or suppression of detail.

Daniela Steinsapir
Visual Artist / MFA Student

www.dayeyedreams.com

Mary Stieglitz
Artist / Professor Emerita
Iowa State University

<http://www.iastate.edu/Inside/2003/0725/stieglitz.shtml>

Photographic artforms, both traditional and digital; hybrid techniques and mixed media; wide format inkjet printing on alternative materials, including fabric; history of imaging and representation; visual perception and visual learning.

Fred Stitt

Futurist, architect. Editor of the architectural journal Guidelines. Author of six books on architectural practice. for directory: S.F. Institute of Architecture- PO Box 2590 Alameda, CA 94501

Lena Strayhorn
Records Manager

Stephanie Strickland
Poet / Electronic Poet

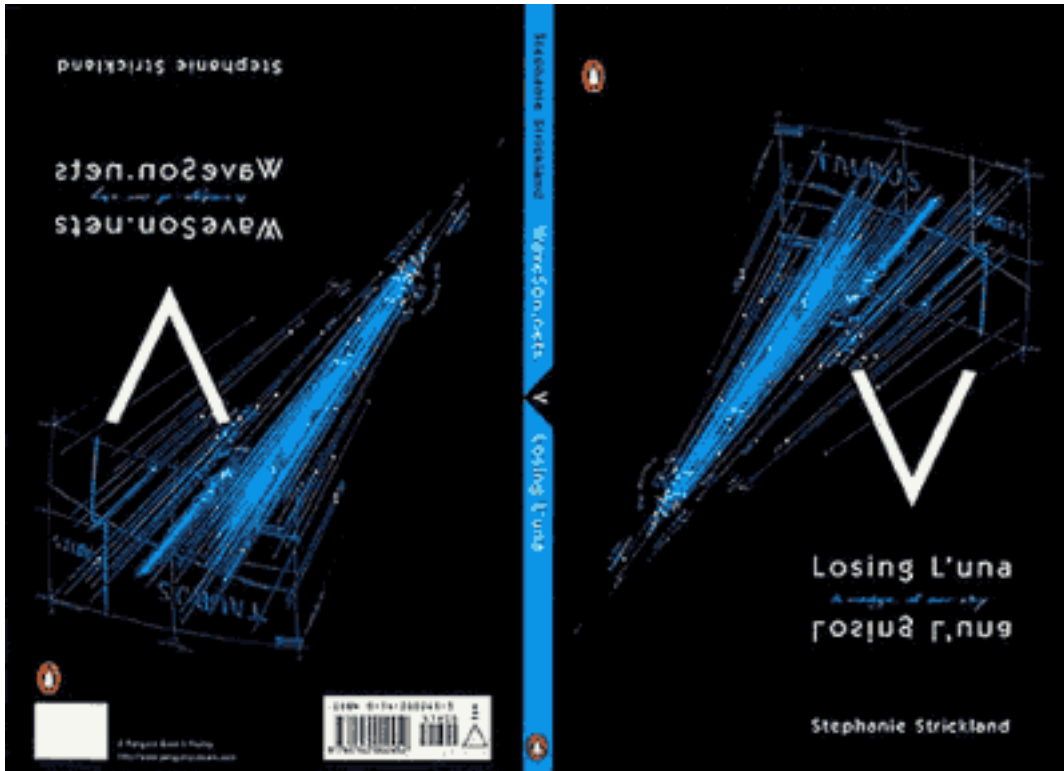
www.stephaniestrickland.com
hypermedia interactive poetry, visual mathematics, information visualization, interactive poetry installations in public spaces.

Eihway Su



Renata M. Spiazzi - "The Fury of Fire" digital painting

Medicinal Clothing.



Stephanie Strickland - cover of book "V: Vniverse" the third part of a work which exists in print and on the Web at <http://vniverse.com>. V is an invertible book with two beginnings

Dennis Summers

Quantum Dance Works

quantumdanceworks.com

Mixed-media, large-scale, indoor/outdoor projects presenting scientific ideas in an intuitive, interactive, ritualistic manner. Unseen action and communication at a distance is an important theme. Also 3D-Studio Max Software Professional.

Beau Takahara

www.zero1.org

Zero1 is a Collaboration with other organisations on a major festival and symposium and technology to be held in San Jose in San Jose in August 2006.

Patricia Tavenner

www.patriciat.com

I use layers, collage and photographs with layers, video footage of nature. These I manipulate on the computer, creating new views of flowers, the woods and new colors to bring a new beauty within. I hope people can tune in with their audio and visual senses and enjoy a spiritual journey.

Nancy Tector

Multimedia works on canvas and other materials featuring people and words. Some include sounds and music created on the computer.

Mary Teeter Tablotny

My counted-thread embroidered works explore the interface between art and mathematics. With stitches and techniques I developed, I produce intricately detailed and technically rigorous pieces featuring tessellation patterns.

Chuck Thurston

www.thurston-sf.com

In the digital environment, I am combining generative processes with intentional, preference-based interventions to originate patterns and other types of surface design. I create art and design products using digital print technology.

Nancy Turner-Smith

www.home.earthlink.net/~ntsmith

Digitally enhanced drawings done from the natural world. Combining nature and technology.



Nancy Turner-Smith - "New Pod Composition" 17" x 22" watercolor, photography, photoshop

Roman Verostko

www.verostko.com

Archival quality pen and brush works on paper employing original algorithms driving pen plotters. Procedures include oriental brushes adapted to plotter drawing arms.

Julian Voss-Andreae

www.JulianVossAndreae.com

I am a physicist turned sculptor with a love for both art and science. My background continues to inspire my artistic work. Currently, I take a literal look at the foundation of our physical existence by creating sculptures inspired by proteins, the universal building blocks of life. My sculptures play on the sensuality and beauty which underlies sense and being itself, offering an emotional experience of a world that is usually accessible only through our intellect.

Jessica Walker

I am interested in experimental video and interactive installation. I work mostly in Final Cut Pro and Flash.

Henry Warwick

Artist

www.kether.com

Interdisciplinary artist, ranging from music to video to imaging and painting, focussing on the catastrophes and substructures of contemporary technology and society.

Sandra Wasko-Flood

www.waskoart.com

I do interactive art/technology installations and photo kinetic sculpture. "Dance of the Labyrinth" is composed of computer programmed light boxes with phototransparencies and Japanese papers designed to be walked. My dream is to establish a Center for Creation and Peace uniting art and technology, research and education, meditation and contemplation through the labyrinth.

Ruth Waters

Sulptor / Painter

President emeritus of the Peninsula Museum of Art and Founder and President of the Peninsula Museum of Art.

Corinne Whitaker

Digital Artist

The Digital Giraffe

www.giraffe.com

Digital sculpture and painting.

Howard Whitehouse PhD

Artist and psychologist with over 20 years of experience researching cross-cultural systems of healing with a focus on shamanism. He co-founded the Human Science Research Institute at the State University of West Georgia in 1984. His dissertation entitled The Challenges Of The Return From A Shamanic Odyssey: A Heuristic Exploration drew on his 10-year experience working with a Curandero (or Native American healer) while



Roman Verostko - "Heaven & Earth" 36" x 24" Pen plotted drawing from Polarities series

studying at the California Institute of Integral Studies in San Francisco.

Christopher Wiedman

www.madefreshdaily.com

I am interested in human-computer / technology interaction, the science of vision, visualization information and graffiti in the digital era.

Jennifer Willet
Artist / Professor
Concordia University

Stephen Wilson
Artist / Professor / Author
CIA (Conceptual Information Arts)- Art Dept -
SFSU

www.bioteknica.org
New Media, BioArt, Biomedical Engineering, Human-Computer Interfaces, Installation.

userwww.sfsu.edu/~swilson
Relationship of new technologies to cultural change, Art & Biology, Physical Computing, GPS, environmental sensing, artificial intelligence telecommunications.



Julian Voss-Andreae - "Green Fluorescent Protein" 5'6" powder coated steel sculpture

Thomas Wolf

www.wolfwork.com

www.cafepress.com/wolfwerk

Thomas Wolf has been an artist for 21 years. Once a scenographer in New York, he travel to Seattle where, regarding his first art show The Stranger wrote, "a must-see. Nowhere else are you going to experience the wonder, play and reticence of the cutting edge of cyberart." Wolf founded

a light-show which headlined at the Re-Bar and provided energetic visuals at Seattle venues. In Oregon his website 'pointsource' won a design award, he had solo shows at The Omni and Yellow Bird galleries, also participating in group shows at Mark Wooley Gallery. Wolf's art hung for the first six Art on Albertas, forerunner to the highly regarded Portland Open Studios project. A painting of his is in the Hallie Brown Ford Museum of Art collection, and his 'dada minefield' was a cover for ORLO, the environmental art periodical.

In the SF Bay Area Thomas Wolf has shown art in Emeryville, Oakland and San Francisco. Currently three of his 'illuminations' are the first art at Google headquarters. Wolf hopes to gain wider acceptance of digital fine art.

Jill Wolkenfeld

Sunsets by Jill

Digital Photography, Digital Video, Web Design.

Nanette Wylde

Artist / Art Educator



Corinne Whitaker - "Hiding" bronze sculpture from her series of solid sculptures that were digitally created using CAD 3D programs and then lovingly handcrafted in a variety of materials

www.preneo.com/nwylde

www.preneo.com
Nanette Wylde is a cultural worker trying to make sense of her world through interactive and narrative works. She is an Associate Professor of Art & Art History at California State University, Chico.

Gary A. Zellerbach

Analyst
Sun Microsystems

www.holo.com/gaz/

www.sun.com/download/

I'm not an artist but an art-lover! Former Treasurer and long-time Board member of Ylem. Expert in holography and holographic art as well as eCommerce and electronic software distribution (ESD). Currently senior manager for ESD Strategy at Sun Microsystems.

Instituional Members

Art Calendar

PO Box 199
Upper Fairmount, MD 21867
W: 410-651-9150
Art Calendar: the marketing and career management journal for visual artists.

Exploratorium Learning Studio

3601 Lyon St.
San Francisco, CA 94123
jofalcon@exploratorium.edu
www.exploratorium.edu/ls/resourses.html

Getty Center Library

1200 Getty Center Dr. #1100
Los Angeles, CA 90049-1688

San Francisco State University

J Paul Leonard Library
1630 Holloway Avenue
San Francisco, CA 94132-1722

SFMOMA

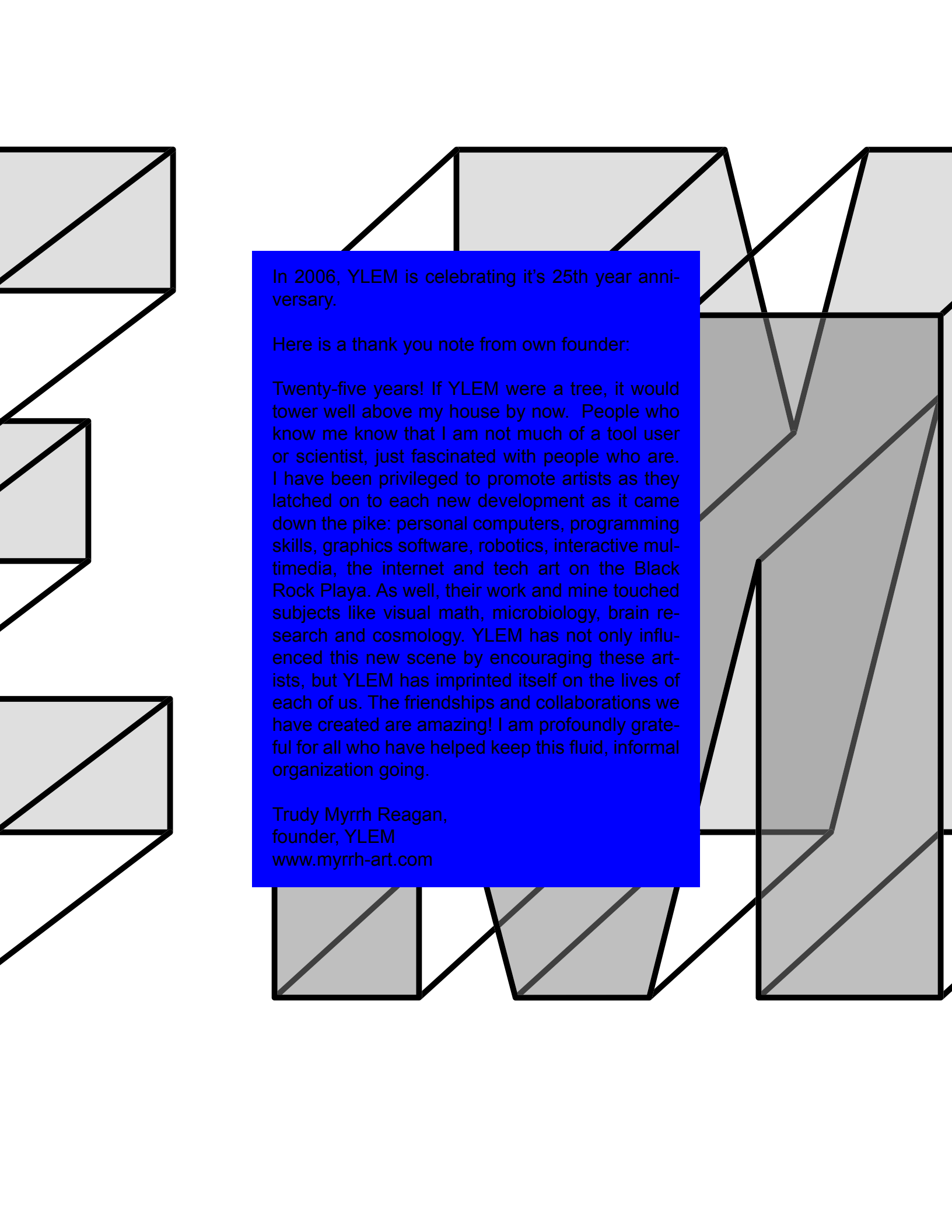
Library: Serials Dept.
151 3rd St
San Francisco, CA 94103-3107
www.sfmoma.org

University of the Arts Greenfield Library

320 S. Broad Street
Philadelphia, PA 19102
cgraney@uarts.edu
library.uarts.edu



Nanette Wyldé - from "Assumptions: Performative Texts captured, printed & framed" a series of over twenty works. Edition of 7 each

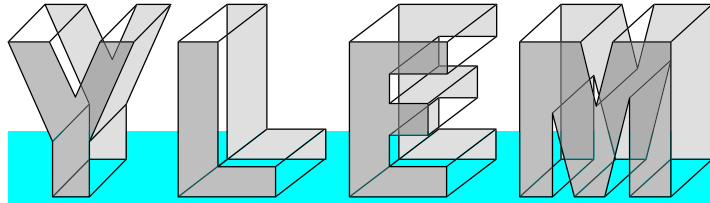


In 2006, YLEM is celebrating it's 25th year anniversary.

Here is a thank you note from own founder:

Twenty-five years! If YLEM were a tree, it would tower well above my house by now. People who know me know that I am not much of a tool user or scientist, just fascinated with people who are. I have been privileged to promote artists as they latched on to each new development as it came down the pike: personal computers, programming skills, graphics software, robotics, interactive multimedia, the internet and tech art on the Black Rock Playa. As well, their work and mine touched subjects like visual math, microbiology, brain research and cosmology. YLEM has not only influenced this new scene by encouraging these artists, but YLEM has imprinted itself on the lives of each of us. The friendships and collaborations we have created are amazing! I am profoundly grateful for all who have helped keep this fluid, informal organization going.

Trudy Myrrh Reagan,
founder, YLEM
www.myrrh-art.com



YLEM Main Office:

PO Box 31923
San Francisco, CA 94131

YLEM Membership Items:

Torrey Nommesen
torrey@nommesen.com
415-445-0196

To Join YLEM:

go to www.ylem.org for a mailable .pdf form
or www.acteva.com/go/ylem
or attend one of our events and pick up a form

To Join YLEM interest list:

(to find out about forums, etc.)
go to <http://groups.yahoo.com/group/ylem-interest/>